Game Engine Architecture

Jason Gregory
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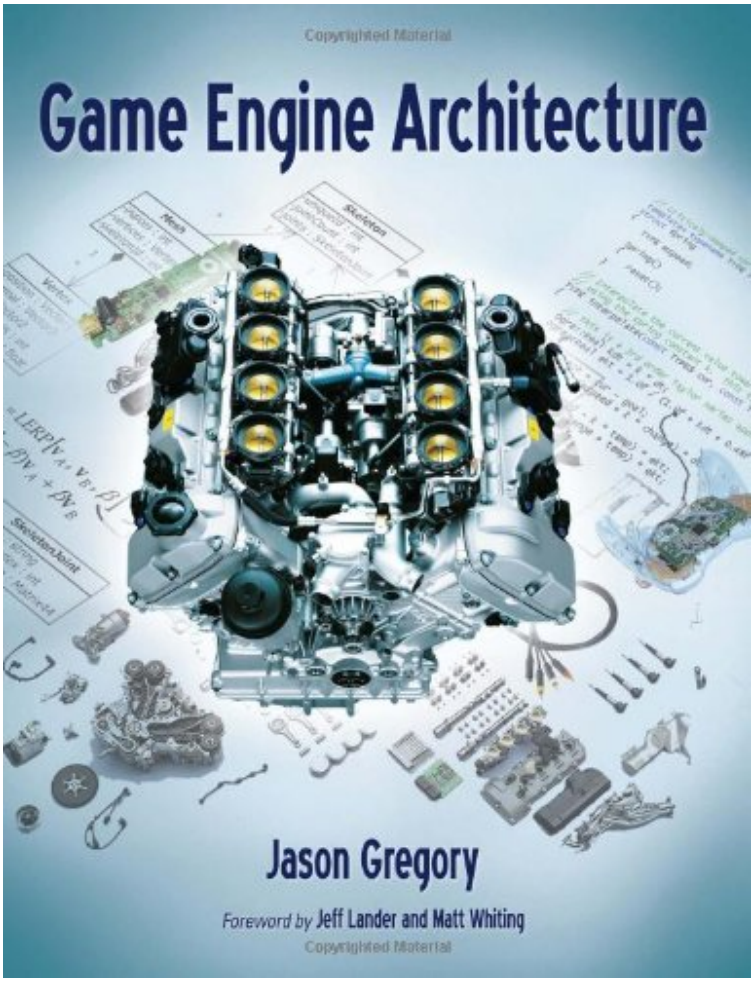

#840940 in Books A K Peters/CRC Press 2009-06-15Original language:EnglishPDF # 1 1.70 x 7.70 x 9.30l, 3.70 #File Name: 1568814135864 pages | File size: 24.Mb

Jason Gregory : Game Engine Architecture before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Engine Architecture:

10 of 10 people found the following review helpful. Draws you inBy DavidI have a fairly vast collection of Programming (and Computer Science) related books in my book case. Many of these I have used as a reference, as I just don't have the mental strength and persistence to read through in great detail. Game Engine architecture however, is written in a friendly conversational style, which is so very easy to follow and I have found myself on multiple occasions saying to myself "Just one more section". The authors descriptions are excellent, and he has managed to explain things that I have heard multiple times, and only finally truly understood now.This book doesn't really seem to fit the bill of "Game Engine Architecture", and should probably be called something like "Foundations of Game Engines". The book gives only an introductory chapter on the actual architectural (from a CS point of view) side of the engine. Instead it focuses on all the issues that are necessary knowledge for creating a game (and in many cases any

performance restricted software), from the very bottom up.The author covers a great many topics, which leaves some short of details, but in these cases the author always provides great references to both books and online material for more in depth discussion. The online sources are a bit of an issue, as they may not be available. I found one instance where the source provided no longer existed.Warning:This book is VERY C++ centric. I would definitely suggest (as does the author) that you learn C++ before tackling this book (I suggest Accelerated C++ or C++ Primer Plus). It'd still be a good resource for someone interested in Game programming, but you will get 5 times as much out of the book with a solid C++ grounding underneath your belt.Despite the few issues with the book, I cannot give it any less than 5 stars, it was just that good of a read for me.26 of 26 people found the following review helpful. All you ever wanted to know about game engine but been afraid to askBy Maciej SiniloJason has years of practical experience in the gamedev (Midway, EA, ND) and it really shows. There are too many books out there written by people who have never shipped anything bigger. This is not the case. When he writes how to do/don't something, he usually backs it up with a real-world scenario. Game engines are vast topic and it's impossible to cover everything in detail, so obviously it's a collection of general information, rather than a very in-depth analysis.It's truly invaluable for juniors and hobbyists, because it's an unique position describing how professional engines work. It may be less useful for senior developers as they probably won't learn that much. Still, it's rare to be an expert in every area, so it's safe to assume everyone will find a chapter with new information as well. Big parts that are missing are networking and audio, both huge topics, but I feel like they deserve at least few pages.To conclude: if you're a junior/amateur programmer or student - get it now. It should also be an obligatory buy for every company's library. If you're senior developer who'd like to broaden his view a little bit and see how it's done at other places - it's worth buying as well. It won't make you an expert, but it's a good start and gives at least a rough idea how other engine systems work.2 of 2 people found the following review helpful. Highly recommended!By Tai65535I am a Game Programmer, and I love this book, for a couple of reasons:1.This book includes all the aspects of Game Engineering-- math, version control, resource management, tool chain, game loop, game play, physics, animation pipeline, etc. You will have the whole picture of game development. Either you are a student in school or already a programmer in the field, you will always learning something or deepen the understanding of your knowledge2.A lot of simple yet meaningful examples, that helps you understand the idea behind a particular design.3. I like the way that the author always compares different engines when it comes to a specific topic, Ogre, Unreal Engine, Quake, uncharted engine, and talk about the good side and downside about them.4. a lot of industry solution idea, not fully provided but gives you an idea of how industry people think and solve problems.Read it, you won't be regretted for sure..

This book covers both the theory and practice of game engine software development, bringing together complete coverage of a wide range of topics. The concepts and techniques described are the actual ones used by real game studios like Electronic Arts and Naughty Dog. The examples are often grounded in specific technologies, but the discussion extends way beyond any particular engine or API. The references and citations make it a great jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Intended as the text for a college level series in game programming, this book can also be used by amateur software engineers, hobbyists, self-taught game programmers, and existing members of the game industry. Junior game engineers can use it to solidify their understanding of game technology and engine architecture. Even senior engineers who specialize in one particular field of game development can benefit from the bigger picture presented in these pages.

A 2010 CHOICE Outstanding Academic TitleThis course resource provides an excellent, comprehensive look at every major system and issue related to modern game developmenta must-have textbook for computer science, software engineering, or game programming majors, amateur hobbyists, game 'modders,' and game developers. A. Chen, CHOICE, January 2010 it looks like most of the critical areas and concepts are touched on. it looks like youll have some reasonably deep understanding of the elements that go into making a game engine. Quite an impressive work, and I know of nothing else in this area that is so detailed.Eric Haines, www.realtimerendering.com/blog/, July 2009 Jason Gregory draws upon his many years of experience and expertise to create a complete and comprehensive textbook on the theory and practice of game engine software development. Informed and informative, replete with examples for every aspect of the game development process, and fully accessible to aspiring game engine developers as well as a very useful reference for even experienced technicians in the field, Game Engine Architecture is an invaluable, thoroughly 'user friendly', and highly recommended core addition to personal, professional, and academic Computer Science reference and resource collections in general, as well as gaming engine design instructional reading lists in particular.The Midwest Book , September 2009 The book contains a huge amount of data on specifics to consider when developing a game engine. Gamasutra.com, November 2009 Game Engine Architecture by Jason Gregory has been named a finalist for the Game Developer's 2009 Front Line Award. PR Newswire, December 2009About the AuthorJason Gregory has worked as a software engineer in the games industry since March 1999 and as a professional software engineer since 1994. He got his start in game programming at Midway Home Entertainment in San Diego. He also wrote the Playstation 2/Xbox animation system for Freaky Flyers and Crank the Weasel. In

2003, Jason moved to Electronic Arts Los Angeles, where he worked on engine and game play technology for Medal of Honor: Pacific Assault and served as a lead engineer on the Medal of Honor: Airborne project. Jason is currently a Lead Programmer at Naughty Dog Inc., where he is currently working on The Last of Us. He also developed engine and gameplay software for Uncharted: Drake's Fortune, Uncharted 2: Among Thieves and Uncharted 3: Drake's Deception, and has taught courses in game technology at the University of Southern California.